

# MELLEE

A GAME OF MAN-TO-MAN COMBAT!

 2+

 15+

 10+

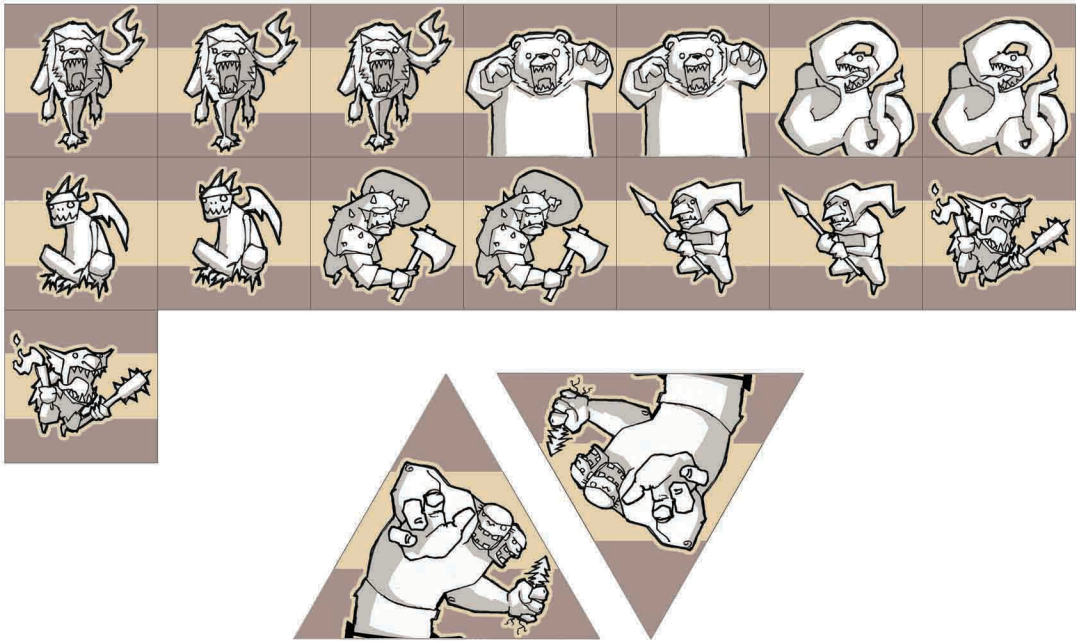
METAGAMING's MICROGAME No.3



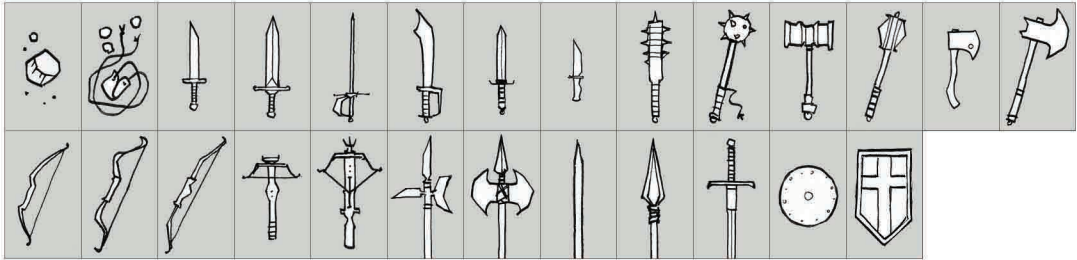
CHARACTERS



MONSTERS AND BEASTS



WEAPONS





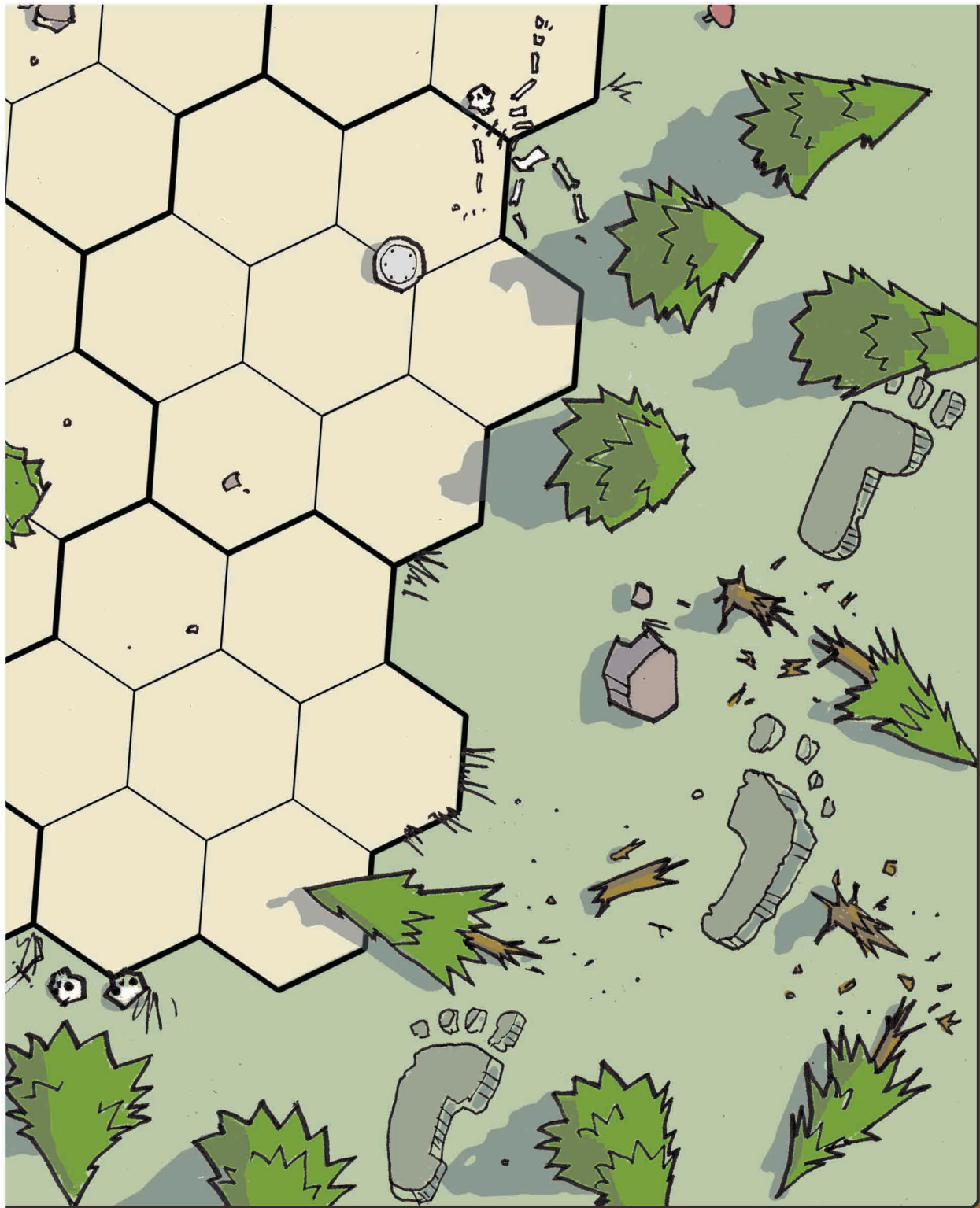
# MELÉE



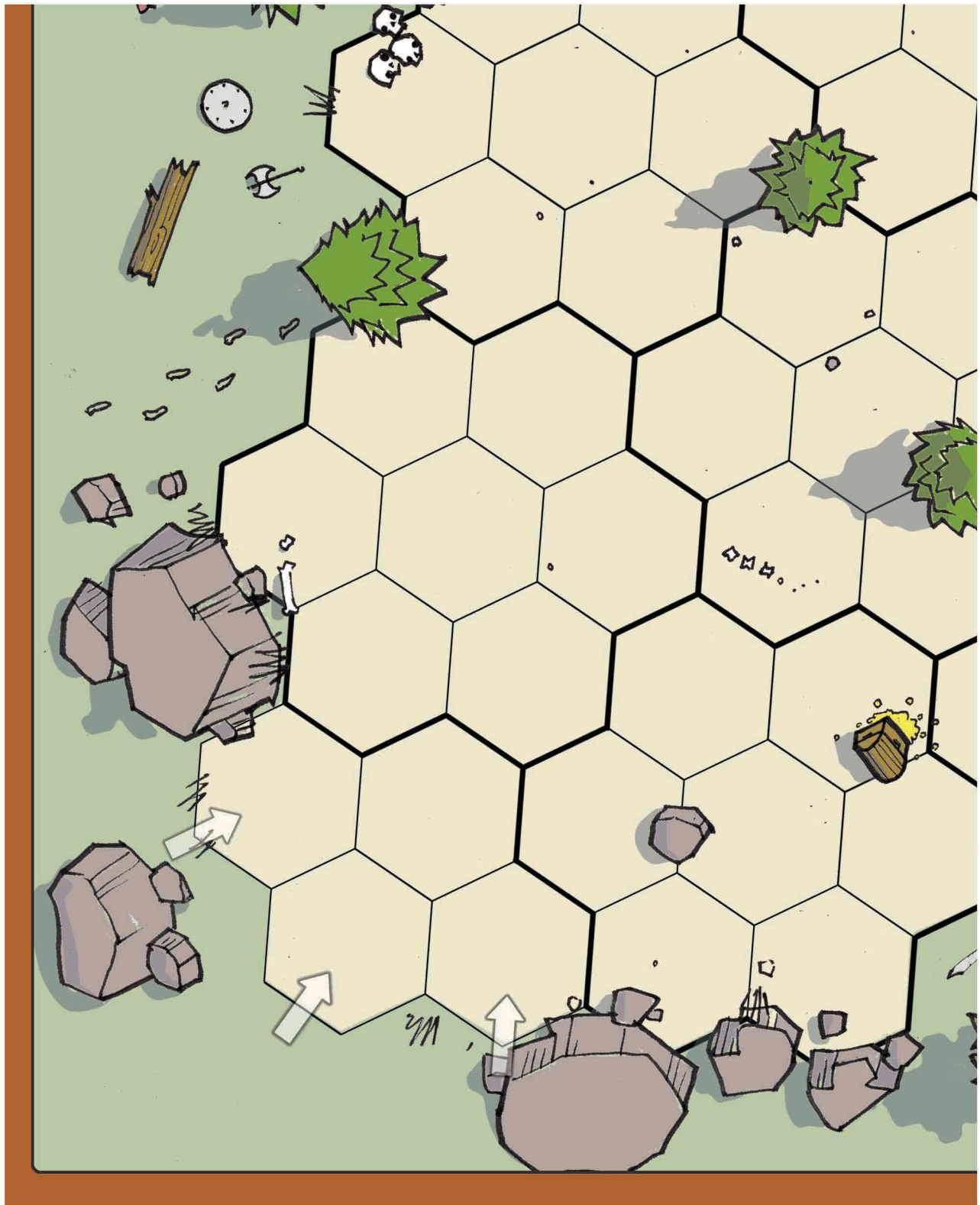














NAME

RACE

# MELEE

RECORD SHEET

**DEX**

**MA**

**STR**

**adjDEX**

**or**

**READY WEAPONS**

**SLUNG WEAPONS**

EXPERIENCE POINTS

**HP**

60

NAME

RACE

# MELEE

RECORD SHEET

**DEX**

**MA**

**STR**

**adjDEX**

**or**

**READY WEAPONS**

**SLUNG WEAPONS**

**SKILLS**

EXPERIENCE POINTS

**HP**

**MP**

NAME

RACE

STR

DEX

adjDEX

or

MA

READY WEAPONS

SLUNG WEAPONS

EXPERIENCE POINTS

NAME

RACE

STR

DEX

adjDEX

MA

or

READY WEAPONS

SLUNG WEAPONS

EXPERIENCE POINTS



# MEELEE

A GAME OF MAN-TO-MAN COMBAT!

**Artwork and Design:** Kwanchai Moriya

*Melee contains the following components:*

- 1) **Rule booklet.**
- 2) **Game board**, divided into hexes to govern movement, and larger thick-bordered “megahexes” to govern missile weapon fire.
- 3) **Counter sheet**, featuring counters representing fighters, beasts, monsters, and dropped weapons.
- 4) **Record sheets.**
- 5) **Dice.**

Melee is a game of individual-level combat with medieval weaponry for 2 or more players. Players create characters and send them into combat against a variety of opponents. Selection of weapons and armor, the strength and dexterity of the fighters, and the tactics the players choose will combine to tell which characters will survive. Successful fighters increase their strength and dexterity by gaining experience; losers die.

## CREATING A CHARACTER

Each counter in Melee represents a character with its own capabilities, determined by the player before the game begins. A fighter’s basic attributes are Strength (STR) and Dexterity (DEX).

When a character is first created the player determines its STR and DEX as follows:

**A human character start with 8 STR and 8 DEX, and 8 extra points to be allotted as the player chooses.**

Thus, each character begins with a total of 24 points – 13 to STR and 11 to DEX, or any other combination adding up to 24. Neither STR nor DEX may begin at less than 8 for a human character. (Animals and monsters go by other rules, which will be discussed later.)

**Strength (STR) governs:**

1. **...how many hits a character can take.** “Hits” represent combat damage. The hits a character takes are subtracted from its STR; when STR reaches 1 a character collapses and cannot fight, and when STR reaches zero, that character is dead.
2. **...what weapons a character can use.** Each weapon (shown on the WEAPON TABLE) has a STR number. Only a character whose STR begins at or above that number can use that weapon. (The fact that STR is reduced during a fight does not affect weapon use.)
3. **...how well the character does in unarmed combat** (see HAND-TO-HAND COMBAT).

**Dexterity (DEX) governs:**

1. **...how likely a character is to hit an enemy it attacks.**
2. **...how easily a character can disengage from an enemy.**
3. **...how quickly a character can strike.**

Dexterity is “adjusted” for several factors, such as armor, wounds, etc. When these rules refer to DEX, the ADJUSTED DEX (adjDEX) is what is meant. A character with a high basic DEX may have a very small chance of hitting if its ADJUSTED DEX is low. Likewise, a clumsy character can improve its chances by getting a positive DEX adjustment. A table of DEX adjustments is listed later.

Once a character’s 24 points are divided between STR and DEX, they cannot be shifted. However, a character who gains experience by surviving combat may gain strength and dexterity, and in time become much more powerful.

Once a character’s STR and DEX have been determined, the player should decide what armor, if any, the character will wear, and what weapon(s) and/or shield they will carry. A character may only carry two weapons (plus a dagger) at a time; a shield counts as a weapon.



A Record sheet should be made up for each character, as in the example below.

NAME: **BEAUREGARD!**

RACE: **HUMAN**

STR: **11**

DEX: **13**

MA: **8**

adjDEX: **11**

READY WEAPONS:

- SPEAR 1d6+2
- DAGGER 1d6-1

SLUNG WEAPONS:

- LEATHER ARMOR 2 HITS PER ATT.

EXPERIENCE POINTS: **0**

*Example: Beauregard is a fighter. He wears leather armor, which takes 2 hits per attack. He also carries a spear. His DEX is 11, which is his adjusted DEX with the leather armor. He can withstand 2 hits per attack without loss of STR due to his leather armor. His STR is 11, which is just enough to let him carry the spear. When Beauregard goes into combat, the hits he takes should be shown as check marks next to his STR.*

A character may not put on or take off armor during a combat, but it may pick up or drop weapons as long as it never carries more than two (plus a dagger) at once. Between combats, a character may freely change weapons and armor. Once each player's characters are ready, you may begin combat.

## TURN SUMMARY

Melee is played out in a series of turns, each representing about five seconds of action. Each turn is divided into a several phases. Generally, each character may only move during the Movement Phase and only perform Actions, including Attacks, during the Action Phase.

Each turn goes through the following phases:

- I. **Initiative Roll.** Each player rolls a die. The high roller may choose either to move his character(s) first that turn, or to have the other player move their character(s) first.
- II. **First Player Movement Phase.** The first player to move executes movement for his character(s).
- III. **Second Player Movement Phase.** The second player may then move his character(s) in the same manner. If there are more than two players competing on separate sides, the third and fourth highest initiative roller and so on will execute Movement until all players have moved.
- IV. **Action Phase.** All Actions, including Attacks, are carried out. Characters act in the order of their Adjusted DEX (adjDEX), highest first to lowest last. Ties on adjDEX are resolved each turn by die roll.
- V. **Forced Retreat.** (see FORCED RETREAT).
- VI. **Counter Placements.** Counters for thrown or dropped weapons are placed in the appropriate hexes and counters for slain or unconscious characters are flipped upside down. If there are still to competing sides with characters able to fight in the arena, then begin a new turn of combat.

## MOVEMENT

Characters begin the game in any of the 3 entrance hexes at opposite ends of the arena. Each character has a movement allowance (MA) of a certain number of hexes. How far each character may move depends upon its Movement Allowance (MA) and the Action which the character intends to perform.

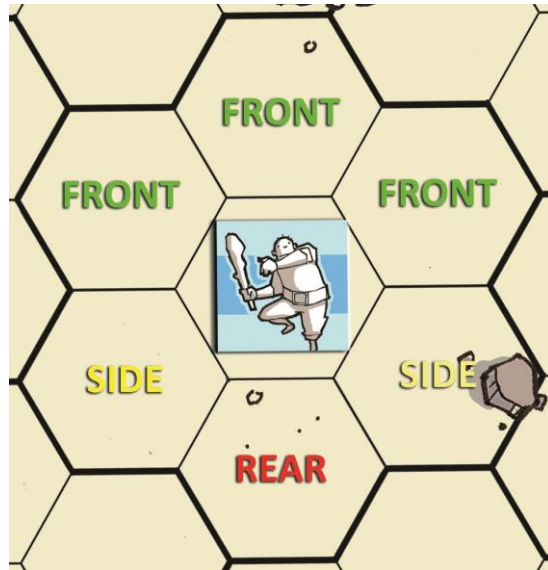
An unarmored human has an MA of 10 – that is, he can move 10 hexes per turn. Armor reduces MA; leather armor = MA 8, chainmail = MA 6, and plate armor = MA 4. MA's for non-humans are given under MONSTERS AND BEASTS.



**FACING.** Each character faces one side of its hex, as shown by the direction the counter is turned. A player may change the facing of a character whenever it moves, and may always change its facing at the end of its movement turn, even if it stayed in the same hex.

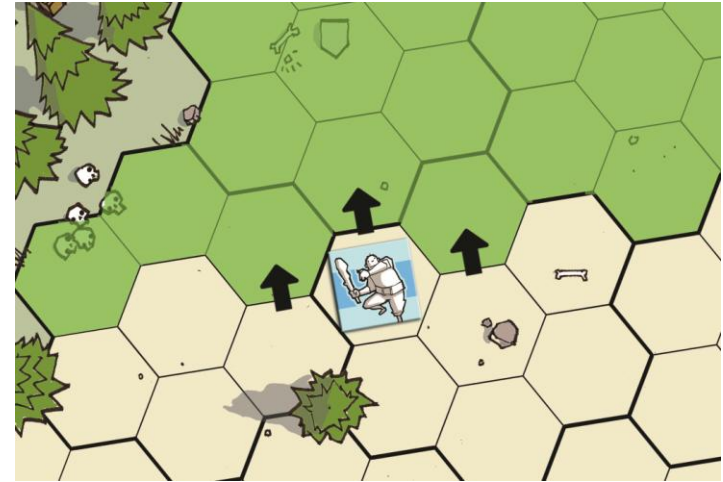
A character on the ground, or one bending over to pick up a weapon, is considered to face “rear” in all six directions; it has no front. However, a prone or kneeling archer has normal “front” hexes for purposes of determining where he/she may fire.

*Example: Beauregard is facing the hex directly “above” him in the diagram. The three hexes marked “front” are his front hexes. The two hexes marked “side” are his side hexes. And the single hex marked “rear” is his rear hex.*



Facing determines which characters are engaged. A character is ENGAGED if it is in an enemy's front hex. If a character is behind an enemy, the front character is engaged, but the rear one is not.

Facing also determines which characters may be attacked. Only an enemy in one of your three front hexes may be attacked. For missile and thrown weapons, only character “in front” of you may be attacked, as show in the following diagram.



The green-shaded hexes are “in front” of Beauregard. He can fire missile weapons, or throw weapons, only at characters in these hexes.

Attacking from an enemy's side hex adds +2 to your DEX; attacking from his rear adds +4.

**SHIFTING.** Only disengaged characters have options which let them move their full MA. An engaged character may only move one hex during movement, and must stay adjacent to all characters to which it is engaged; this is called a “shift” in the list of options. Characters in Hand-to-Hand combat may not move at all until they successfully disengage.

**MOVING ONTO OTHER CHARACTERS.** Normally, only one character occupies a hex; a character may never move through a standing or kneeling character. A character may move into a hex with a fallen (unconscious or dead) character and stop, or move into another character's hex for Hand-to-Hand combat and stop.

A character may “jump over” an unconscious, dead, or prone character at a cost of 3 from its MA that turn. Whenever a character jumps over another character, or ends its move in a hex with a fallen character, it immediately rolls one die. On a roll of 6, it stumbles and immediately falls down in the hex with the other character.

A character must stop its movement when it enters any front hex of an enemy character, thus becoming engaged.



## ACTIONS

Actions take place during the Action Phase of a turn, after all Movement is completed. Actions are performed in the order of adjDEX, highest first to lowest last (ties resolved by die roll). **A character may perform only one Action per Action Phase of a turn.**

Actions a player may perform are constrained by how far the character moved that turn, and whether it is Engaged, Disengaged or in Hand-to-Hand Combat. A character may select any Action in that turn's Action Phase that would be allowed by his movement that turn and his Engaged or Hand-to-Hand status. Actions are listed below by status. A character may move less than the maximum distance allowable for an Action and still be able to perform that Action.

### ACTIONS FOR DISENGAGED CHARACTERS

- A Disengaged character may move *more* than half its MA and:
  - a) Take no other action.
- A Disengaged character may move up to *half* its MA and:
  - a) CHARGE AND ATTACK with any weapon except a Missile Weapon.
  - b) DODGE.
  - c) DROP to a prone or kneeling position.
- Move two hexes and:
  - a) READY A NEW WEAPON. The character re-slings any ready weapon(s) and may ready a new weapon(s), or pick-up a dropped weapon(s) in the hex he occupies.
- Move *only one* hex and:
  - a) MISSILE WEAPON ATTACK. Fire a ready missile weapon at a target.
- Stand still, not moving and:
  - a) STAND UP. Rise from prone, kneeling, or knocked-down position during the Movement Phase of the turn and take no other Actions. This is all the character may do for the turn.

## ACTIONS FOR ENGAGED CHARACTERS

- Shift one hex while remaining engaged and:
  - a) ATTACK with any ready, non-missile weapon.
  - b) DEFEND. (see DODGING and DEFENDING)
  - c) CHANGE WEAPONS. Drop a ready weapon and a new non-missile weapon.
  - d) ATTEMPT HAND-TO-HAND COMBAT. Move into the hex of any adjacent enemy and attempt to hit with bare hands or ready dagger. Any non-dagger ready weapons are dropped. (see HAND-TO-HAND COMBAT)
  - e) DISENGAGE. Attempt to move away from an enemy's front hex. (see DISENGAGING).
- Stand still and:
  - a) LAST MISSILE SHOT/ATTACK. A character with a ready, loaded missile weapon may get off a last shot if it became engaged during the Movement Phase. The missile weapon must be dropped next turn.
  - b) STAND UP. Same as above.
  - c) PICK-UP WEAPON. Drop ready weapon(s) and/shield and pick-up and ready a dropped weapon in the occupied hex.

### ACTIONS FOR CHARACTERS IN HAND-TO-HAND COMBAT

- HAND-TO-HAND ATTACK. Attempt to hit an opponent, in the same hex only, with bare hands or ready dagger.
- ATTEMPT TO DRAW SLUNG DAGGER.
- ATTEMPT TO DISENGAGE.

## HOW TO ATTACK

An "attack" is an attempt to hit an enemy. There are several types of attacks: regular, thrown-weapon, missile-weapon, and Hand-to-hand.

In order to attack (except Hand-to-hand), a character must have a ready weapon. A character has one weapon and/or shield ready when it enters the arena. A weapon stays ready after an attack, unless it is thrown or dropped (except a crossbow, which takes time to reload). In order to change weapons, a character must choose



an action to ready a new weapon. This takes up a turn; the new weapon can be used on the NEXT turn. A shield, like a weapon, is “ready” or not. An unready shield is slung on the character’s back.

Remember, a character may not attack during a given turn unless it chooses one of the actions which permit it to. Characters which change weapons, stand up, move more than half their MA, disengage, etc., CANNOT attack that turn.

**ROLLING FOR A HIT.** When an attack is made, the attacker rolls three dice to see whether he hit the enemy. To hit, a character must roll its adjDEX or less on 3 dice. Thus, a character with adjDEX 8 must roll 8 or less to hit. All DEX adjustments must be calculated before each attack roll (see DEX ADJUSTMENTS TABLE for full list of DEX adjustments).

An attacker rolls 3 dice and hits if the total is equal or less than its adjDEX, with the following bonuses and penalties:

- A roll of 3 always hits, regardless of DEX, and does triple damage.
- A roll of 4 always hits, regardless of DEX, and does double damage.
- A roll of 5 always hits, regardless of DEX.
- A roll of 16 always misses, regardless of DEX.
- A roll of 17 always misses, and the attacker drops that weapon in his own hex. (A thrown weapon drops in the target hex instead.)
- A roll of 18 always misses, and the attacker’s weapon is broken.

**ROLLING FOR DAMAGE.** When an attacker rolls his adjDEX or less on 3 dice, he hits the enemy. How much damage he does is determined by another dice roll. How many dice are rolled depends on the attacker’s weapon, as shown on the WEAPON TABLE. For instance, a broadsword is “2d6”, so it gets to roll 2 dice for damage when it hits. The total on the damage dice rolled is the number of hits the enemy takes, although his armor will take some of those hits for him. Some weapons have small pluses or minuses next to the damage dice.

*Example: A small axe gets “1d6 +2,” which means you roll 1 die and add 2 to the result. If you hit with a small axe and roll 3, the enemy takes 5 hits. A dagger gets “1d6 -1,” so if you roll a 3, the enemy only takes 2 hits.*

## WEAPONS AND SHIELDS

**ARMOR AND SHIELDS.** Armor and shields take hits for you, thus protecting you. For instance, plate armor takes 5 hits/attack. If your enemy attacks and hits with a broadsword (2d6) and rolls 7 hits, you should take 7 hits – but your armor takes 5 of these, so you only check off 2 hits against you. If a character in plate armor is hit by 3 different attacks in one turn, the armor absorbs 5 hits from each attack.

Shields work just the same way, except that if a shield is “ready” it protects against attack from the 3 front hexes, and if it is not ready, it protects against attacks from the rear hex (and does not subtract from your DEX).

A left-hand dagger, or main-gauche, can also act as a shield to parry 1 hit/attack (non-missile weapons only) from your front hexes.

**POLE WEAPONS.** A character which CHARGE ATTACKS with a pole weapon does double damage if the target is hit. The character’s last 3 hexes of movement must be in a straight line and without a facing change, or the double damage bonus does not apply. If character with a pole weapon stays in the same hex, with or without a facing change, on the turn an enemy character CHARGE ATTACKS him, then the pole weapon character gets +2 DEX against that enemy on his hit roll, as well as the double damage bonus if he hits.

**THE LEFT-HAND DAGGER.** A character may use a main-gauche, or left-hand dagger, with any other one-handed weapon. It may be used in two ways:

1. On any turn the character uses it only as a shield, it stops one hit from any non-missile attack, and adjusts his DEX by -2.
2. On any turn the character uses it as a shield AND a weapon, it still stops one hit from any non-missile attack, but it also lets him make two attacks that turn against the same enemy; one with the main-gauche and one with the other weapon. Both attacks are at DEX -4.

*Note: A main-gauche gets “1d6 -1” in Hand-to-hand combat. A character may not use two daggers, or a main-gauche and a dagger, in Hand-to-hand combat.*

**THROWN WEAPONS.** Some weapons may be thrown (see WEAPONS TABLE). A thrown-weapon attack is treated exactly like a regular attack, but there is a DEX adjustment of -1 for every hex of distance to the target. So a target 3 hexes away is attacked at -3 DEX.



It is possible for other characters to block the path of a thrown weapon. If a line drawn from the center of the attacker's hex to the center of the target's hex passes through any hex containing a standing character that character is "in the way." *Note: A line passing along the edge of a hex does NOT go through that hex.* So when a weapon is thrown, the attacker must first "roll to miss" for each character between him and his target. The attacker must roll his adjDEX or lower to "miss" each character in the way. If a thrown weapon hits an unintended target, the target takes damage as usual, including the usual damage bonuses and penalties.

If a thrown weapon misses its intended target, it continues along the same line of trajectory for 10 hexes past the target. Any characters standing in this line must also be rolled against. Remember, whether the attacker is trying to hit or to miss, his DEX is always adjusted by -1 for each hex distance to the character rolled for.

**MISSILE WEAPONS.** Missile weapon attacks call for a DEX adjustment based on the number of "megahexes" distance to the target. A megahex is a cluster of 7 hexes with a thicker black border around it.

If the target is in the same megahex or is 1 or 2 megahex distant, there is no DEX adjustment. If the target is 3 or 4 megahexes distant, the DEX is -1. If the target is 5 or 6 megahexes distant, the DEX is -2. So on and so forth.

*Note: Missile weapons never get adds for the target's facing.*

Otherwise, missile weapons follow the same line-of-flight rules as do thrown weapons; facing, "roll to miss" characters in the way, etc.

Crossbows normally fire every 2<sup>nd</sup> or 3<sup>rd</sup> turn (depending on the user's DEX and the type of bow). Reloading a crossbow comes under the "ready a new weapon" action for all purposes.

**PRONE AND KNEELING FIRE.** Crossbows may be fired from a prone position. Any bow may be fired from a kneeling position. A crossbow may be reloaded by a prone or kneeling character; no other weapon may be readied by a prone or kneeling character. A crossbowman lying prone gets a +1 DEX adjustment.

**SHELTERING BEHIND FALLEN BODIES.** Any character may lie prone or kneel in a hex directly behind a sheltering body. A missile/thrown weapon attack then has a chance of hitting that body instead. If the attacker makes his DEX roll to hit, he

must then roll one die. If the target character is prone, he needs a 1, 2 or 3 to hit instead of the body in front. If the target is kneeling, he needs a 1, 2, 3 or 4 to hit it. Only crossbows and bowmen can attack while kneeling. Only crossbowmen can attack while prone.

When a character is firing two arrows per turn, they fire their second arrow in adjDEX order after all the characters have made their first Action.

**HITTING YOUR FRIENDS.** An attacker must "roll to miss" when his missile or thrown weapon passes through the hex of an unintended character. In the same way, if an attacker strikes at an enemy and misses, he must "roll to miss" any other characters that also reside in that enemy's hex. The attacker stops rolling when he hits one character or misses them all.

Characters in Hand-to-hand combat never hit their friends in the same Hand-to-hand combat. Only standing characters striking "into" a pile must roll.

## HAND-TO-HAND COMBAT

A character may move onto an enemy's hex, initiating Hand-to-hand combat. If an enemy has his back to a wall, is lying down, is prone, is kneeling, has a lower MA, agrees to Hand-to-hand combat, or is attacked through a side or rear hex, then a character may move onto that enemy's hex and initiate Hand-to-hand combat.

A DISENGAGED character must choose the action to initiate Hand-to-hand combat, moving onto the enemy's hex during movement, and attacking during combat. An ENGAGED character picks the action to initiate Hand-to-hand combat and does likewise.

If the attacker has his dagger readied, he may use it in Hand-to-hand combat. Otherwise, he drops his ready weapon and shield in the hex he started in, and attacks bare-handed.

When a character is attacked hand-to-hand, it immediately rolls one die to determine defense against the Hand-to-hand attack, as follows:

- **On a roll of 1 or 2,** the defender drops his ready weapon and/or shield and fights bare-handed. Both characters fall to the ground in the defender's hex.



- **On a roll of 3 or 4**, the defender drops his ready weapon and/or shield, but has time to ready his dagger (if he has one) for use in the next attack. Both characters fall to the ground in the defender's hex.
- **On a roll of 5**, the defender does not drop his weapon, and the attacker immediately backs up to the hex from which he entered. Hand-to-hand combat does not take place.
- **On a roll of 6**, the defender does not drop his weapon, and automatically gets a hit on the attacker. The attacker must retreat as above. Hand-to-hand combat does not take place. (If the attacker jumped the defender from behind, ignore a 6 and roll again.)

*Note: Since characters in Hand-to-hand combat are on the ground and/or grappling with their foe(s), they always get +4 "rear hex" DEX adjustment for any attacks made against them.*

During the combat phase, Hand-to-hand combat is rolled for like any other combat. Bare hands against an enemy of the same strength get "1d6 -3," bare hands against a stronger enemy get "1d6 -4," and bare hands against a weaker enemy get "1d6 -2." A dagger gets "1d6 +2" and a main-gauche gets "1d6 -1."

A character engaged in Hand-to-hand combat may try to draw and ready its dagger by choosing the appropriate action. On a roll of 1, 2, or 3 the dagger is drawn and readied, otherwise nothing happens.

**MULTIPLE HAND-TO-HAND COMBAT**. When two characters are rolling around fighting, any other character can move onto that hex and join the brawl, using the appropriate action. If two or more characters are fighting one enemy, the lone fighter's strength is compared to the total enemy strengths to see how many dice he gets. If he is stronger than all put together, he gets "1d6 -2," etc. When there are two or more characters on the same side in a hand-to-hand brawl, all characters on a side get "1d6 -3."

Characters on the ground in Hand-to-hand combat can only attack the enemies they are in hand-to-hand combat with. They may attempt to disengage according to the disengagement rules.

If a missile or thrown weapon is aimed at a pile of characters in Hand-to-hand combat, first roll to see if it hit, and then roll randomly to see who it hit.

## DISENGAGING

A character chooses the disengage action to move away from a character which has him engaged. Instead of attacking, the disengaging character moves one hex in any direction when its turn to attack comes. A kneeling, prone, or fallen character may not disengage without standing up first. A character may never attack on the turn it disengages.

*Note: A character engaged with more than one enemy character may disengage from some while remaining engaged with others.*

**DISENGAGING FROM HAND-TO-HAND COMBAT**. In order to disengage from hand-to-hand combat a character must remain in the same hex during the movement phase, and then roll a die during the attack phase to attempt to disengage. If the character's DEX is higher than the enemy it is engaged with, it needs to roll a 1, 2 or 3 to successfully disengage. If the character's DEX is equal to or the same as the enemy, or if there are multiple enemies, it needs to roll a 1 to successfully disengage. A character that successfully disengages immediately stands up and moves to any adjacent, empty hex.

## DEFENDING AND DODGING

The Defend, action, for engaged characters, and the Dodge action, for disengaged characters, have similar effects. Dodging is effective only against thrown weapons and missile weapons, while Defending is only effective against non-missile or non-thrown weapon attacks (a character must have a weapon readied in order to Defend).

If a character tries to hit a Defending or Dodging character, it must roll 4 dice instead of the normal 3 dice. (A roll of 4 and five are automatic hits, a roll of 20 and above are automatic misses. A roll of 21 and 22 are dropped weapon, and a roll of 23 and 24 are broken weapon.)

## FORCING RETREAT

A character which hit an enemy character and is not hit itself, may force the enemy to retreat one hex at the end of the turn. Missile or thrown weapon hits, or hits absorbed by the enemy's armor do not count. The victorious player moves the enemy character one hex in any direction into any vacant hex, or hex containing



only a fallen character. The victorious player may then choose to either remain in the hex or move into the hex from which the enemy was forced out of. If the enemy has no adjacent, vacant hex to retreat to, it must roll 3 dice against DEX to avoid falling down in its original hex.

## REACTIONS TO INJURY

A character which takes 5 or more hits in one turn has its DEX adjusted -2 for the next turn only. A character which takes 8 or more hits in one turn immediately falls down, and may do nothing for that turn or the next turn except stand up.

## DROPPED WEAPONS

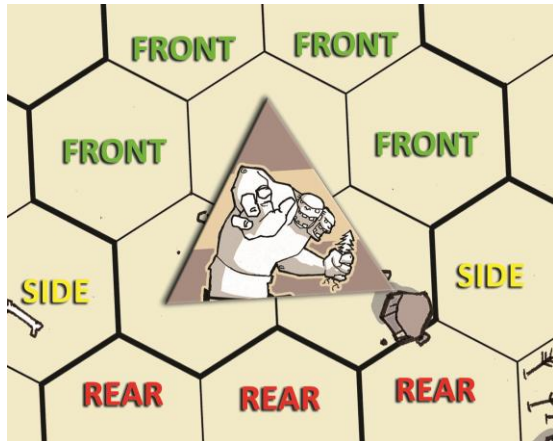
A dropped weapon counter should be placed in a hex whenever a weapon is dropped, thrown, or lands there for whatever reason.

## MONSTER AND BEASTS

Players can use the monster and beast counters provided to create scenarios that include monsters and/or beasts.

**GIANT SNAKE.** A giant snake has a MA of 6. Its bite does 1d6 +1 damage. It's very hard to hit: -3 off your DEX for any attack on it. Suggested: STR = 12, DEX = 12. Its side hexes are considered front hexes for all purposes.

**GIANT.** A giant occupies 3 hexes. It has an MA of 10, unless he is in armor; count the number of hexes his front corner moves. His STR should be at least 24, though a STR of up to 50 is reasonable. Its DEX will rarely be more than 9, even without armor. A giant uses a spiked club worth 1d6 +1 for every 10 STR he starts with. A giant gets 2d6 -1 in Hand-to-hand combat.



**GARGOYLE.** A gargoyle has an MA of 8 on the ground, and a MA of 16 while flying. Its stony flesh stops 3 hits/attack, and its rocklike hands do 2d6 damage in regular or hand-to-hand combat. It doesn't use any weapons. It lands to attack, but may land ON you for hand-to-hand combat.

**ORC.** An orc is just like a human character-except evil.

**HOBGOBLIN.** A hobgoblin fights like a human, but its STR and DEX total to only 20, with a minimum of 6 each.

**GOBLIN.** A goblin also fights like a human, but is even smaller with a STR and DEX total of only 18, with a minimum of 4 each.

**BEAR.** A bear has a MA of 8. It normally does 2d6 +2 damage, or 3d6 in Hand-to-hand combat. Its tough fur coat acts as a shield and takes 2 hits/attack. Suggested: STR = 30, DEX = 11.

**WOLF.** A wolf has a MA of 12. Its bite does 1d6 +1 damage, and its fur stops 1 hit/attack. Suggested: STR = 10, DEX = 14.

## OTHER FANTASY RACES

**ELF.** An elf is like a human, except his MA without armor is 12. In leather he moves 10. Total points = 24, with a minimum STR and DEX of 4 each.

**DWARF.** A dwarf is also like a human. Total points = 24, with a minimum STR of 10 and minimum DEX of 6. Dwarves do an extra +1 damage when they hit with hammers or axes.

**HALFLING.** A Halfling has 20 total points to use, with a minimum STR of 4 and minimum DEX of 12. They get an extra +3 DEX adjustment when using missile or thrown weapons, and do an extra +1 damage when they hit with them.



## EXPERIENCE

Characters which survive combat gain experience, which can increase their strength and dexterity. A character may trade in 100 experience points for one additional point of STR or DEX.

**COMBAT TO DEATH.** Fighting continues until all on one side are slain. 50 experience points are awarded to each survivor, or 70 if the enemy averaged more than 3 superior in STR + DEX.

**ARENA COMBAT.** Fighting continues until all on one side are dead or have escaped off the map. Unconscious characters may not be slain. Winners get 30 experience points; defeated survivors get 20 experience points. Any characters which ran away unhurt lose 10 experience points. If one side average 3 or more weaker in total STR + DEX , survivors on that side get 10 extra experience points each.

**PRACTICE.** No missile weapons. All weapons are blunted and do half damage. A character drops out when its STR goes to 3 or less. Those still standing after one side has been eliminated get 10 experience points each, others get nothing but bruises.



## DEX ADJUSTMENTS TABLE

### ARMOR AND SHIELDS

Leather armor	-2
Chainmail	-3
Plate armor	-5
Large Shield (when ready)	-1
Main-gauche as shield only	-2
Main-gauche as 2 <sup>nd</sup> weapon	-4
Small shield	0
Large shield	-1

### FACING

Attacking from an enemy's side	+2
Attacking from an enemy's rear	+4

*NOTE: missile weapon attacks don't get DEX adds for facing.*

### WOUNDS

A character that took 5 or more hits last turn	-2.
A character reduced to STR 3 or less is	-3.

### THROWN WEAPON RANGE

-1 DEX for every HEX distance to the target

### MISSILE WEAPON RANGE

No DEX penalty if target is in same megahex or 1 or 2 megahex distant.

-1 DEX if target is 3 or 4 megahex distant.

-2 DEX if target is 5 or 6 megahex distant.

### PHYSICAL ATTACKS

Striking from enemy's side	+2
Striking from enemy's rear	+4
Crossbowman firing from prone position	+1
Pole weapon user standing still, against opponent who moved into him and/or charge attacked	+2
Halfling using missile or thrown weapon	+3
Missile/thrown weapon attack against character sheltering behind body	-4
Using a weapon in each hand and striking with both	-4 on both attack

### TYPE OF TARGET

Target is a Gargoyle in flight	-4
Target is a Giant snake	-3



## CHARACTER TYPES

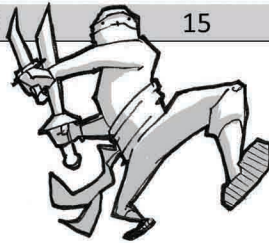
TYPE	STR	DEX	MA	ARMOR	NORMAL DMG.	HAND-TO-HAND DMG.
HUMAN	min. 8	min. 8	10	-----	by weapon	see Hand-to-Hand Combat
ELF	min. 6	min. 10	12	-----	by weapon	same as HUMAN
DWARF	min. 10	min. 6	10	-----	by weapon	same as HUMAN
HALFLING	min. 4	min. 12	10	-----	by weapon	same as HUMAN
BEAR	30	11	8	2 hits/attack	2d6 +1	3d6
WOLF	10	14	12	1 hit/attack	1d6 +1	1d6 +1
GIANT SNAKE	12	12	6	-----	1d6 +1	1d6 +1
GIANT	25 – 50	9	10	-----	by weapon	2d6 -1
GARGOYLE	20	11	8/16	3 hits/attack	2d6	2d6
ORC	min. 8	min. 8	10	-----	by weapon	same as HUMAN
HOBGOBLIN	min. 6	min. 6	10	-----	by weapon	same as HUMAN
GOBLIN	min. 4	min. 4	10	-----	by weapon	same as HUMAN





## MELEE WEAPONS

WEAPON	DAMAGE	STR req'd.	NOTES
DAGGER	1d6 -1	-----	1d6 +2 in HTH combat
MAIN-GAUCHE	1d6 -1	-----	-----
RAPIER	1d6	9	-----
CLUB	1d6	9	*can be thrown
HAMMER	1d6 +1	10	*can be thrown
CUTLASS	2d6 -2	11	-----
SHORT SWORD	2d6 -1	11	-----
MACE	2d6 -1	11	*can be thrown
SMALL AXE	1d6 +2	11	*can be thrown
BROAD SWORD	2d6	12	-----
MORNINGSTAR	2d6 +1	13	-----
2-HANDED SWORD	3d6 -1	14	*two-handed weapon
BATTLE AXE	3d6	15	*two-handed weapon



## ARMOR AND SHIELDS

ARMOR/SHIELD	DEFENSE	MA	DEX ADJUST
NO ARMOR	0 hits/attack	10	0
LEATHER ARMOR	2 hits/attack	8	-2
CHAINMAIL	3 hits/attack	6	-4
PLATE ARMOR	5 hits/attack	4	-6
SMALL SHIELD	1 hit/attack	-----	0
LARGE SHIELD	2 hits/attack	-----	-1
MAIN-GAUCHE PARRY	1 hit/attack	-----	-2

## POLE WEAPONS



WEAPON	DAMAGE	STR req'd.	NOTES
JAVELIN	1d6 -1	9	*can be thrown
SPEAR	1d6 +2	11	*can be thrown *two-handed weapon
HALBERD	2d6 -1	13	*two-handed weapon
PIKE AXE	2d6 +2	15	*two-handed weapon

## MISSILE WEAPONS

WEAPON	DAMAGE	STR req'd.	NOTES
THROWN ROCK	1d6 -4	-----	*can always pick up a rock
SLING	1d6 -2	-----	-----
SMALL BOW	1d6 -1	9	*2 shots/turn if adjDEX ≥ 15 *two-handed weapon
HORSE BOW	1d6	10	*2 shots/turn if adjDEX ≥ 16 *two-handed weapon
LONGBOW	1d6 +2	11	*2 shots/turn if adjDEX ≥ 18 *two-handed weapon
LIGHT CROSSBOW	2d6	12	*fires every other turn, or every turn if adjDEX ≥ 14 *two-handed weapon
HEAVY CROSSBOW	3d6	15	*fires every 3 <sup>rd</sup> turn, or every other turn if adjDEX ≥ 16 *two-handed weapon

